

DARVIDA

DARVIDA is a board game which can be played by 1 to 6 persons. The name of the game means “give life” which refers to the fact that it has been invented as a result of a brain storm aimed at finding new ways to thank people for their contributing to development projects.

In order to play Darvida, you will need: the Darvida-board, one dice and a counter for each player.

The winner is the first player who, starting at the Darvida Gate, reaches the Darvida Castle.

Unlike in other chase games, there is no fixed path here. In Darvida, each player makes his own path.

The Darvida Playfield is composed of squares. Each square has its own colour and value.

At each throw of the dice, the player is allowed to move one square in whatever direction (s)he wishes to, on condition only that the number of eyes thrown equals or surpasses the value of the square (s)he moves to. If the player has not thrown enough to move to another square, then he remains where (s)he is and passes the dice to the player at his left hand side.

There is no obligation to move.

A square cannot be entered through its corner: in order to move from one square to another both squares must share a full side.

Meaning of the colours:

- Neutral (light yellow) : colour has no special meaning.
- Yellow : when arriving on a yellow square, you can roll the dice again.
- Green : when you arrive on a green square after you threw “6”, then you can roll the dice again.
- Orange : when you arrive on an orange square after you threw an even number, then you can roll the dice again
- Brown (striped) : when you choose to enter a brown square, you must skip your next turn
- Red : when you arrive at a red square, then you can skip one square at your next turn on condition that you throw at least the value of the square you want to move to. If you fail in doing so, you lose the advantage and – at your next turn – will have to throw the value of a square bordering the red square in order to be able to continue your path.
- Black : No passage. Black squares cannot be entered. A thick black and red line between two squares represents a wall. Such a wall cannot be passed.

Who goes first ?

The youngest player does. And after him, the player sitting left of him. However, in order to pass through the gate and to move to the first square on the Darvida-field, each player first must throw “6”. The player who throws “6” at his first attempt, moves through the gate and can roll the dice a second time. If (s)he throws enough to move to the square of her/his choice, (s)he places his/her counter on the square.

Then it is the next player's turn.

Players may share squares.

	EXTRA TURN
	IF 6: EXTRA TURN
	IF EVEN: SKIP NEXT TURN
	SKIP NEXT TURN
	SKIP NEXT SQUARE
	PASSAGE BLOCKED

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